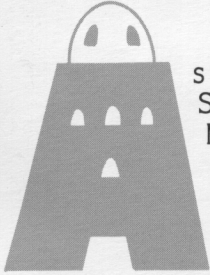


IN SEARCH OF THE MOST AMAZING THING™

By Tom Snyder Productions, Inc.



IN SEARCH OF THE MOST AMAZING THING



s a boy your Uncle Smoke Bailey found The Most Amazing Thing, and then lost it. The Most Amazing Thing holds great powers and may be able to

reveal the meaning of life. The Most Amazing Thing is now a golden metallic ball but it changes form throughout the ages. Smoke wants you to continue the search for this object and when you find it, bring it back to Metallica.

Smoke has a **B-Liner** for you to use on your journey. The B-Liner is a combination of hot air balloon and dune buggy. You will have to learn to fly through storms and fog. The B-Liner has special tires so you can drive on the sticky tar ground of Darksome Mire without sinking in. Also, you will be equipped with a jetpack that will allow you to fly short distances.

When you enter the underground city of Metallica, you should go to Smoke's apartment. Smoke has very interesting things to tell you about the Mire People who live in odd huts and speak with their antennae. He will tell you about trading

chips or songs with the Mire People in exchange for clues about The Most Amazing Thing. You will also learn about the feared Mire Crabs that you should avoid, Pop-berries that you can eat, Night Rocks that give you fuel for the B-Liner, and Bunch-marks that you see from time to time.

Smoke will give you things that he collected on his travels. You can trade these things with the robots at the Metallican Auction for chips. These chips will let you buy gizmos at the Galactic Store to outfit the B-Liner. You can get software for the B-Liner computer and meters that will help you on your trip.

So go quickly, because if you are clever, persistent, and lucky you might find The Most Amazing Thing and bring it back. Your Uncle Smoke Bailey is counting on you.

Once The Most Amazing Thing is found, its location will change. This allows a player to search for The Most Amazing Thing again and again, each time looking for new clues that will lead to the new location.

Please, Kiddo. Don't go runnin' out into the Darksome Mire until you come to me for plenty of advice. Remember, no one has ever flown the B-liner before, so even if you buy every balloon gizmo in the store, flying the B-Liner will be a risky business. It will take a lot of patience and practice to be a good pilot, but don't give up. You'll get the hang of it. And I may just be the only one who can help you find The Most Amazing Thing!

Smoke Bailey

LOADING THE PROGRAM

Apple®:

1. Put the IN SEARCH OF THE MOST AMAZING THING disk into the disk drive.
2. Turn on the monitor and the computer.
3. Close the disk drive door.

NOTE: For this program to run on Apple IIe press the **CAPS/LOC** key. This will put the computer into the upper case mode.

Atari®:

1. Make sure your computer is turned off. Put the Basic Computing Language Cartridge into your computer.
2. Turn on your disk drive.
3. When the top red light (the "BUSY" light) goes out, open the disk drive.
4. Insert the IN SEARCH OF THE MOST AMAZING THING disk and close the disk drive door.
5. Turn on the monitor and the computer.

Commodore 64™:

1. Turn on your disk drive. Wait for the red light to go out.
2. Turn on the monitor and the computer.
3. Put the IN SEARCH OF THE MOST AMAZING THING disk into the disk drive and close the door.
4. Type **LOAD"SPIN",8**
Press the **RETURN** key.
5. Once **READY** appears on the screen, type **RUN**
Press the **RETURN** key.
Your program will appear shortly on the screen.

IBM®:

Before you can use this disk for the first time, you must put a copy of DOS 1.1 or 1.0 (Disk Operating System) onto the disk.

NOTE: You need to add DOS only once.



TO ADD DOS:

If you have one disk drive:

1. Put the DOS disk into the disk drive and close the disk drive door.
2. Turn on the monitor and the computer.
3. Follow the instructions that appear on the screen. If you do not wish to enter the date or time, press the **←** key.
4. When **A >** appears on the screen, remove the DOS disk from the disk drive and put the program disk into the disk drive and close the disk drive door.
5. Then type **INSTALL1**
Press the **←** key.
6. Press any key when the message "strike a key when ready" appears on the screen.
7. Respond to the series of prompts that appear on the screen.
In response to prompts for drive B:,
Insert the DOS disk and close the disk drive door.
Then strike any key.
In response to prompts for drive A:,
Insert the program disk and close the disk drive door.
Then strike any key.
When **A >** appears on the screen with the flashing cursor after it, DOS has been added to your disk.
8. Remove the disk from the disk drive and turn off the computer and the monitor.

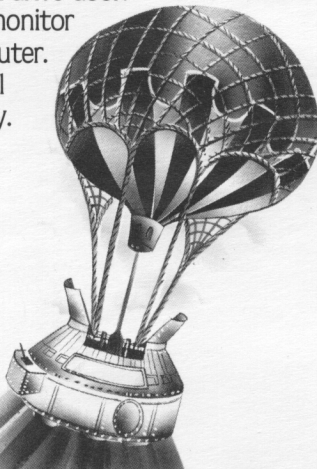
SAVING THE GAME

If you have two disk drives:

1. Put the DOS disk into drive 1(A:); put the program disk into drive 2(B:); close the disk drive doors.
2. Turn on the monitor and the computer.
3. Follow the instructions that appear on the screen. If you do not wish to enter the date or time, press the  key.
4. When A > appears on the screen, Type **B:INSTALL2**
Press the  key.
5. Press any key when the message "strike a key when ready" appears on the screen.
6. When A > appears on the screen with the flashing cursor after it, DOS has been added to your disk.
7. Remove both disks from the disk drives and turn off the monitor and the computer.

TO PLAY THE GAME:

1. Put the program disk into drive 1(A:).
2. Close the disk drive door.
3. Turn on the monitor and the computer.
4. The game will appear shortly.



Apple:

1. Do not put a write-protect sticker on the disk. A write-protect sticker will not allow you to save the game.
2. Go inside the B-Liner.
3. Go to the B-Liner computer and press **RETURN**
4. Press the **[S]** key to save the information collected so far.

Atari and Commodore 64:

1. Do not put a write-protect sticker on the disk. A write-protect sticker will not allow you to save the game.
2. Go inside the B-Liner.
3. Go to the B-Liner computer and **press the joystick button.**
4. Press the **[S]** key to save the information collected so far.

IBM:

1. Do not put a write-protect sticker on the disk. A write-protect sticker will not allow you to save the information you have collected.
2. Press **[F1]** any time you want to save what you have done.
3. When the red light goes on, that means the game is being saved.
4. When the red light goes off, you may continue playing the game.

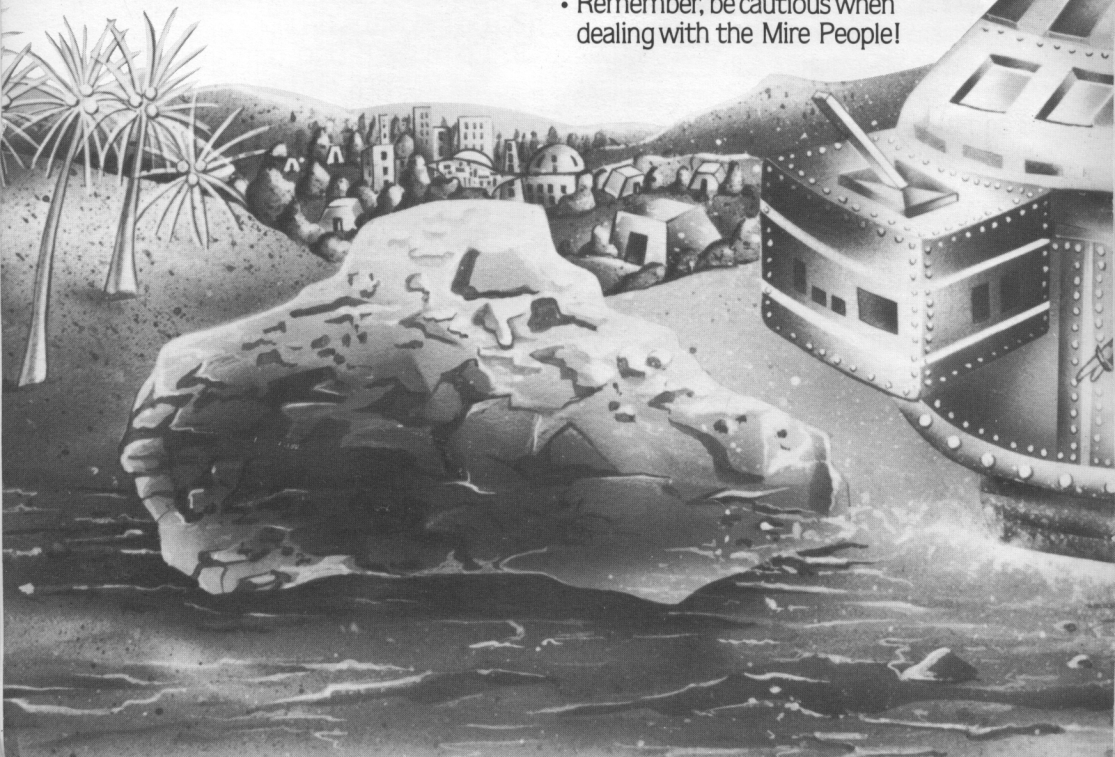
NOTE: It is a good idea to save the game frequently while playing.

HINTS FOR GETTING STARTED

- Look through The Most Amazing Thing book.
- Take the elevator in Metallica down to Smoke's apartment.
- Ask Smoke for some advice.
- Take some relics Smoke has given you to the Metalican Auction and sell them.
- Buy equipment at the Galactic Store to outfit the B-Liner.
- Fill your fuel tank by driving to a Night Rock and drilling.
- Shake a Popberry loose from a Popberry tree and eat it.

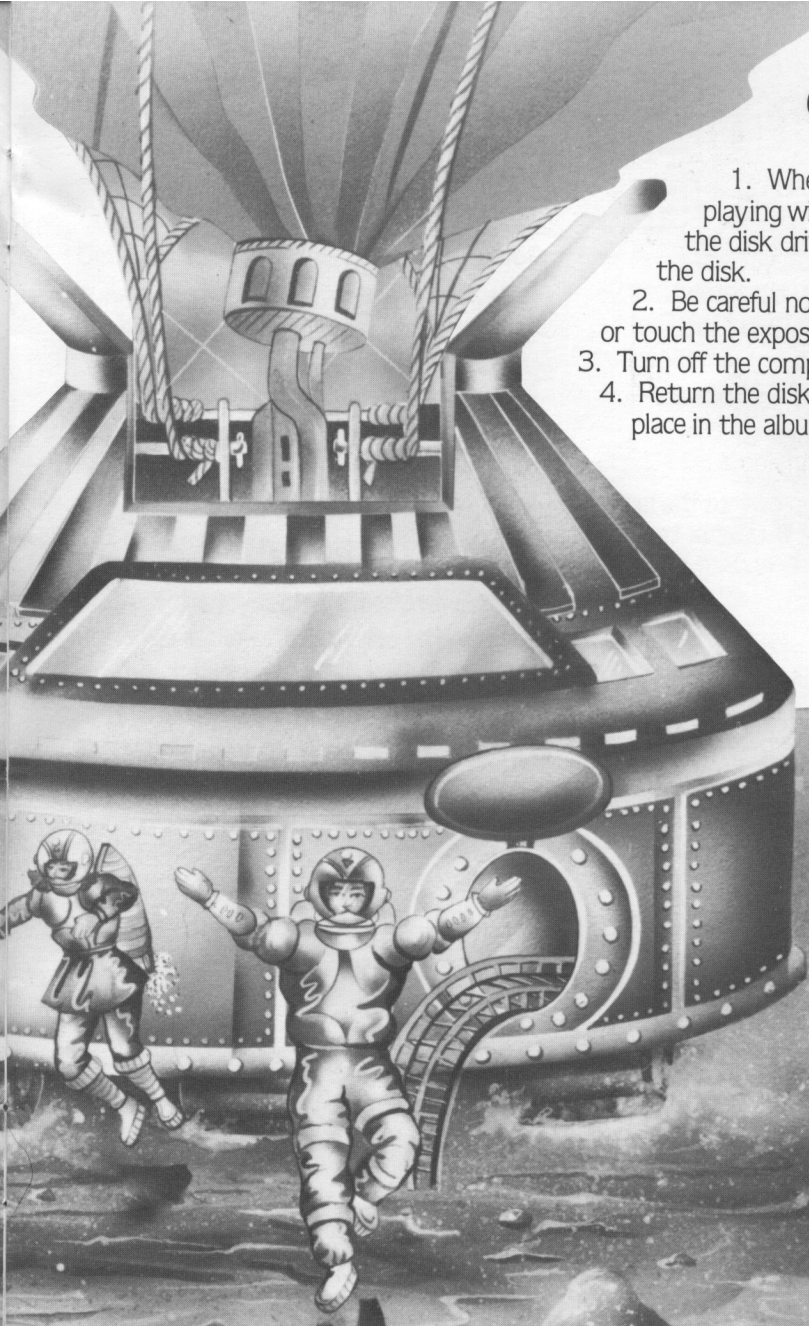
HINTS FOR GETTING ALONG WITH THE MIRE PEOPLE

- The DICTO in the B-Liner will supply you with the Mire People's language.
- The CULTS program in the B-Liner will tell you what the Mire People like.
- When the Mire People get upset or disappear you should think about offering them your MUSIX.
- If the Mire People ask what quest you are on, you must say that you are looking for The Most Amazing Thing.
- To give chips to the Mire People press R for red chips, Y for yellow chips, and G for green chips.
- Remember, be cautious when dealing with the Mire People!

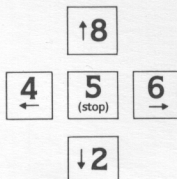


TAKING CARE OF THE DISK

1. When you have finished playing with the program, open the disk drive door and remove the disk.
2. Be careful not to bend the program or touch the exposed part of the disk.
3. Turn off the computer.
4. Return the disk to its sleeve and place in the album cover.



HANDY HINTS



IBM:®

Getting Around

- Use these keys to fly the jetpack, drive the B-Liner, and command the Flight Control Panel.
- Press **[5]** to stop the B-Liner.

Getting into the B-Liner or Entering Metallica.

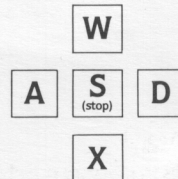
- Use the jetpack to go over to the ladder on the outside of the B-Liner or to move to the top of the hatchway into Metallica.
- Press the **space bar** to enter either of these two places.

Getting Fuel for the B-Liner

- Drive the B-Liner onto a Night Rock and get out.
- Use the jetpack to go to the B-Liner drill platform.
- Press the **space bar** to get fuel.

Finding Food

- Drive the B-Liner onto a Popberry Tree and get out.
- Use the jetpack to climb into the tree branches.
- Press the **space bar** to shake the branches.
- Use the jetpack to go to the Popberry.
- Press the **space bar** to eat the Popberry.



Apple:®

Getting Around

- Use these keys to fly the jetpack, drive the B-Liner, and command the Flight Control Panel.
- Press the **[S]** key to stop the B-Liner.

Getting into the B-Liner or Entering Metallica

- Use the jetpack to go over to the ladder on the outside of the B-Liner or to move to the top of the hatchway into Metallica.
- Press the **space bar** to enter either of these two places.

Getting Fuel for the B-Liner

- Drive the B-Liner onto a Night Rock and get out.
- Use the jetpack to go to the B-Liner drill platform.
- Press the **space bar** to get fuel.

Finding Food

- Drive the B-Liner onto a Popberry Tree and get out.
- Use the jetpack to climb into the tree branches.
- Press the **space bar** to shake the branches.
- Use the jet pack to go to the Popberry.
- Press the **space bar** to eat the Popberry.

Atari®
Commodore 64:™

Getting Around

- Use the joystick to fly the jetpack and drive the B-Liner.
- Use the joystick and joystick button to command the Flight Control Panel.

Getting into the B-Liner or Entering Metallica

- Use the jetpack to go over the ladder on the outside of the B-Liner or to move to the top of the hatchway into Metallica.
- Press the **joystick button** to enter either of these two places.

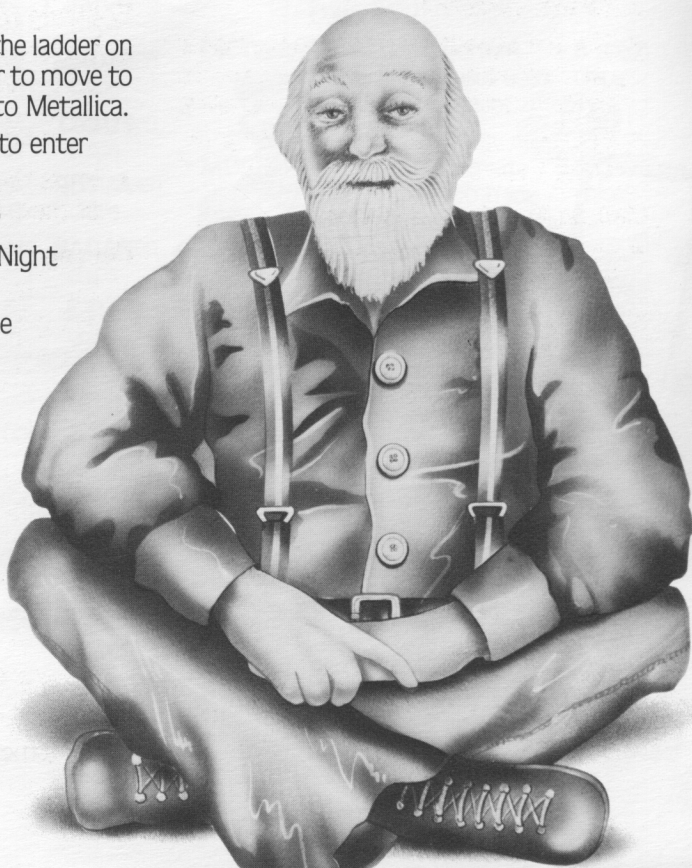
Getting Fuel for the B-Liner

- Drive the B-Liner onto the Night Rock and get out.
- Use the jetpack to go to the B-Liner drill platform.
- Press the **joystick button** to get fuel.

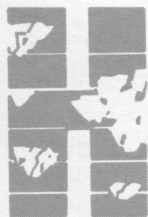
Finding Food

- Drive the B-Liner onto a Popberry Tree and get out.
- Use the jetpack to climb into the tree branches.

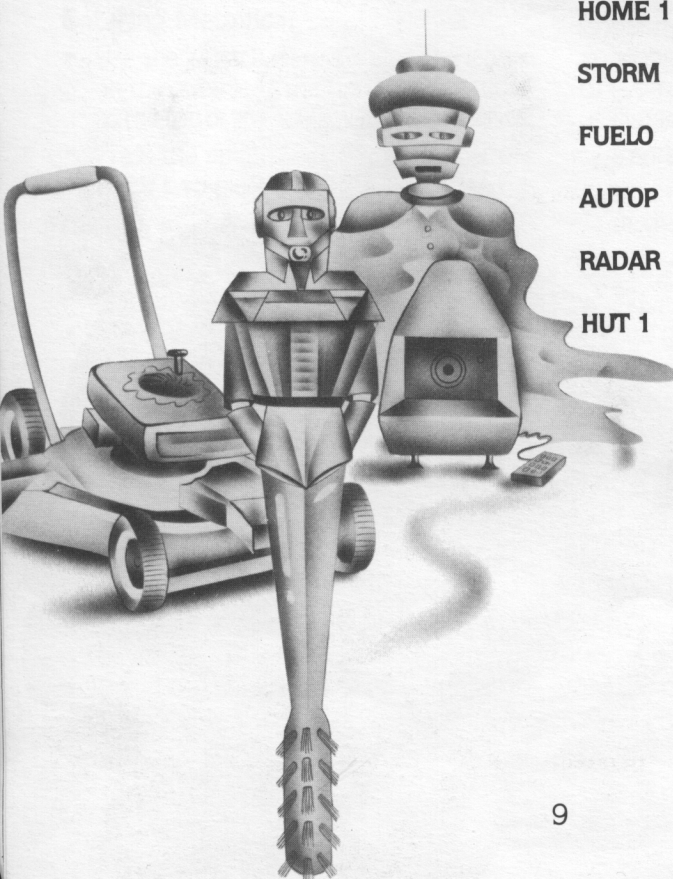
- Press the **joystick button** to shake the branches.
- Use the jetpack to go to the fallen Popberry.
- Press the **joystick button** to eat the Popberry.



THE GALACTIC STORE



ere is a catalogue of gizmos you can buy at the store for your journey. Some of them are useful for your trip and some are not very helpful. Think carefully before you buy.



FLIGHT CONTROL PANEL METERS

These terrific meters will help you operate the B-Liner.

<u>Gizmos</u>	<u>Description</u>	<u>Price</u>
DIR-?	Shows what direction the B-Liner is moving	10 green chips
HIGH?	Tells how high the B-Liner is above ground	7 green chips
HOME 1	Directs you back to Metallica	9 green chips
STORM	Warns about approaching storms	8 green chips
FUELO	Measures how much fuel is in the B-Liner	6 green chips
AUTOP	Automatically flies the B-Liner back to Metallica	10 green chips
RADAR	Helps locate huts	8 green chips
HUT 1	Points to the nearest hut	9 green chips

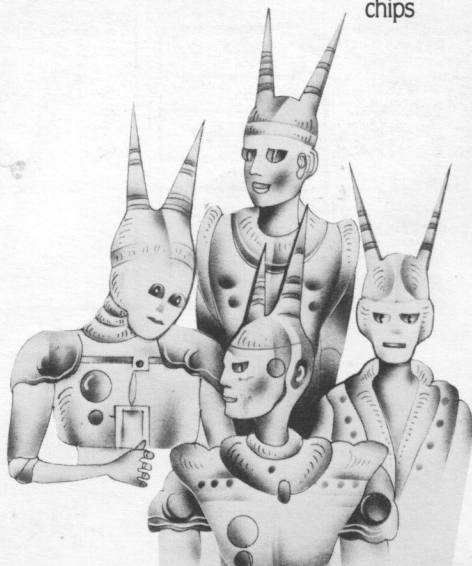
METALLICAN HOUSEHOLD ITEMS-

These items could be fun to own but are not necessary for flying the B-Liner.

Gizmos	Description	Price
POSIX	Electronic trash destroyer	25 green chips
HOVAK	Radio-controlled pencil sharpener	18 green chips
ESSEX	Digital lawnmower	19 green chips
LIFT 5	Spare elevator button	29 green chips
WINDG	Ultrasonic robot dog groomer	23 green chips
XXX-2	Macrowave oven for cooking robot food	22 green chips
GASEX	Fuel gauge for a robotcycle	21 green chips
NAMEX	Electronic letter opener	24 green chips
TURBO	Robot toothbrush	23 green chips
ABCDE	Learning game for robot children	28 green chips
TAKOM	Microwave burglar alarm	26 green chips
ZENER	Radio-controlled back scratcher	22 green chips
FAZER	Electronic food defroster	21 green chips
YUKAL	Robot Halloween costume	20 green chips
PLAXI	High-speed infrared window washer	19 green chips

COMPUTER SOFTWARE- These are practical programs you can buy for the computer on the B-Liner.

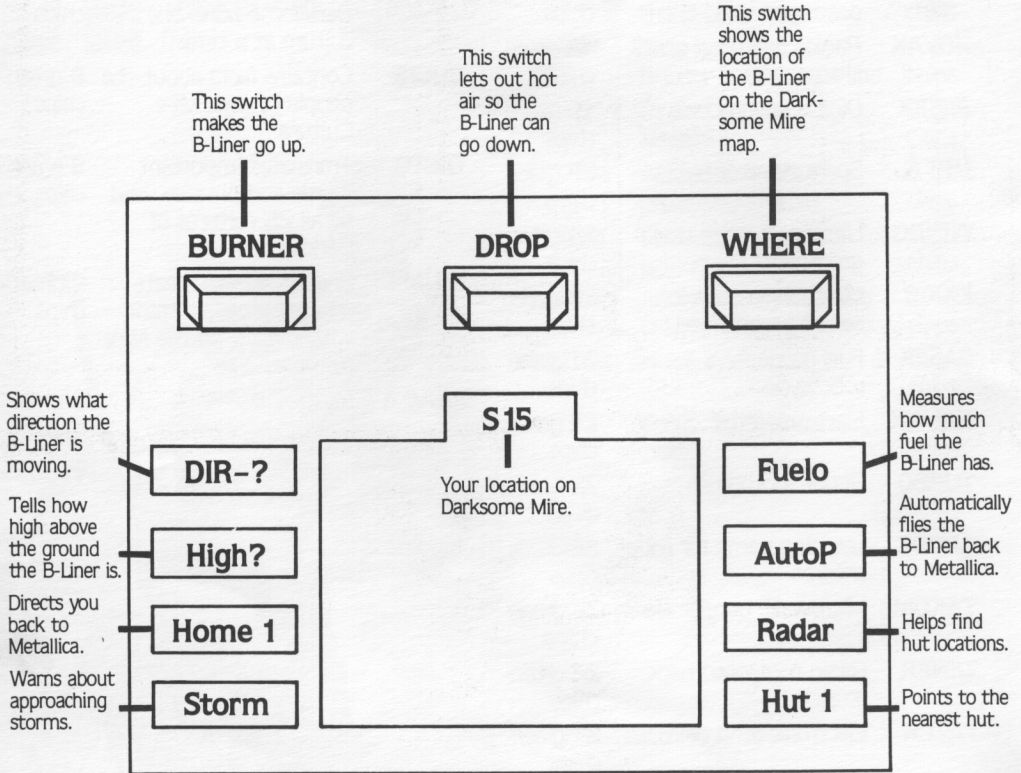
Gizmos	Description	Price
MAP-H	Locates every hut in Darksome Mire, one culture at a time	8 green chips
CULTS	Contains facts about the people of each Mire Culture	8 green chips
DICTO	Translates important words and phrases used by all 25 cultures of Darksome Mire	8 green chips
MUSIX	Enables you to create original songs to trade with the Darksome Mire cultures	9 green chips
TRAC 4	Mystery software	9 green chips

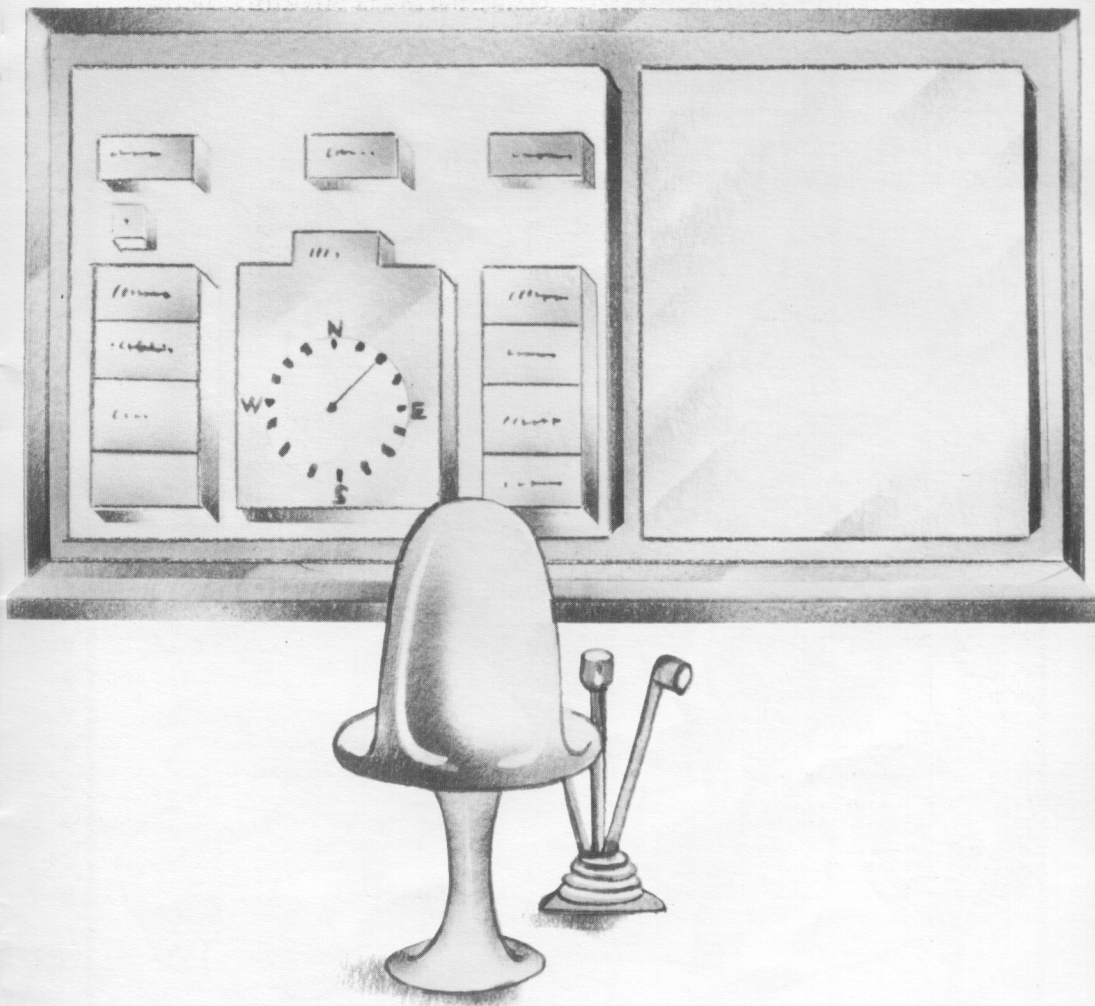


THE B-LINER FLIGHT CONTROL PANEL

The flight control panel comes supplied with the Burner, Drop, and Where Switches. The B-Liner pilot decides which meters to

buy at the Galactic Store to outfit the panel. This panel shows all the meters a pilot could have on board.

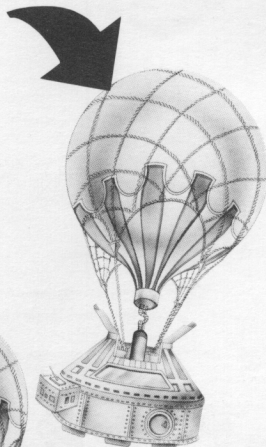




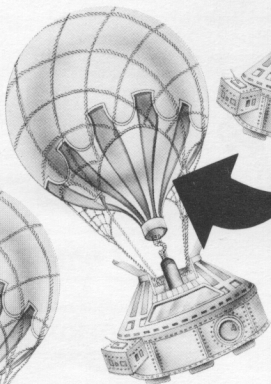
A TIP ON FLYING THE B-LINER

In Darksome Mire, you have to pay attention to how the winds blow. As you travel along you will find that the winds come from different directions at different heights. So you will have to keep going up and down until you find a wind that will take you in the direction you want to go.

WIND

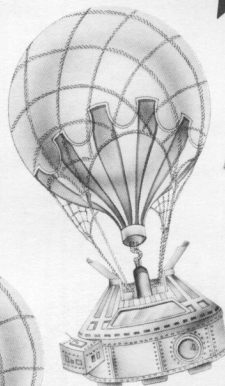


WIND

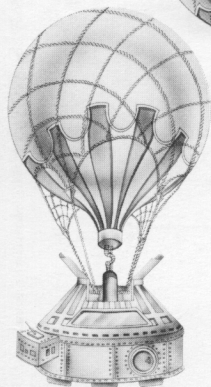
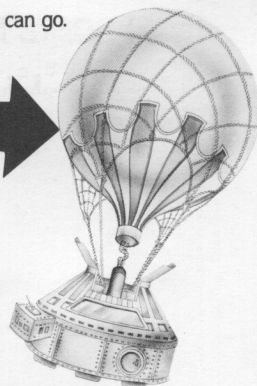


As high as you can go.

WIND

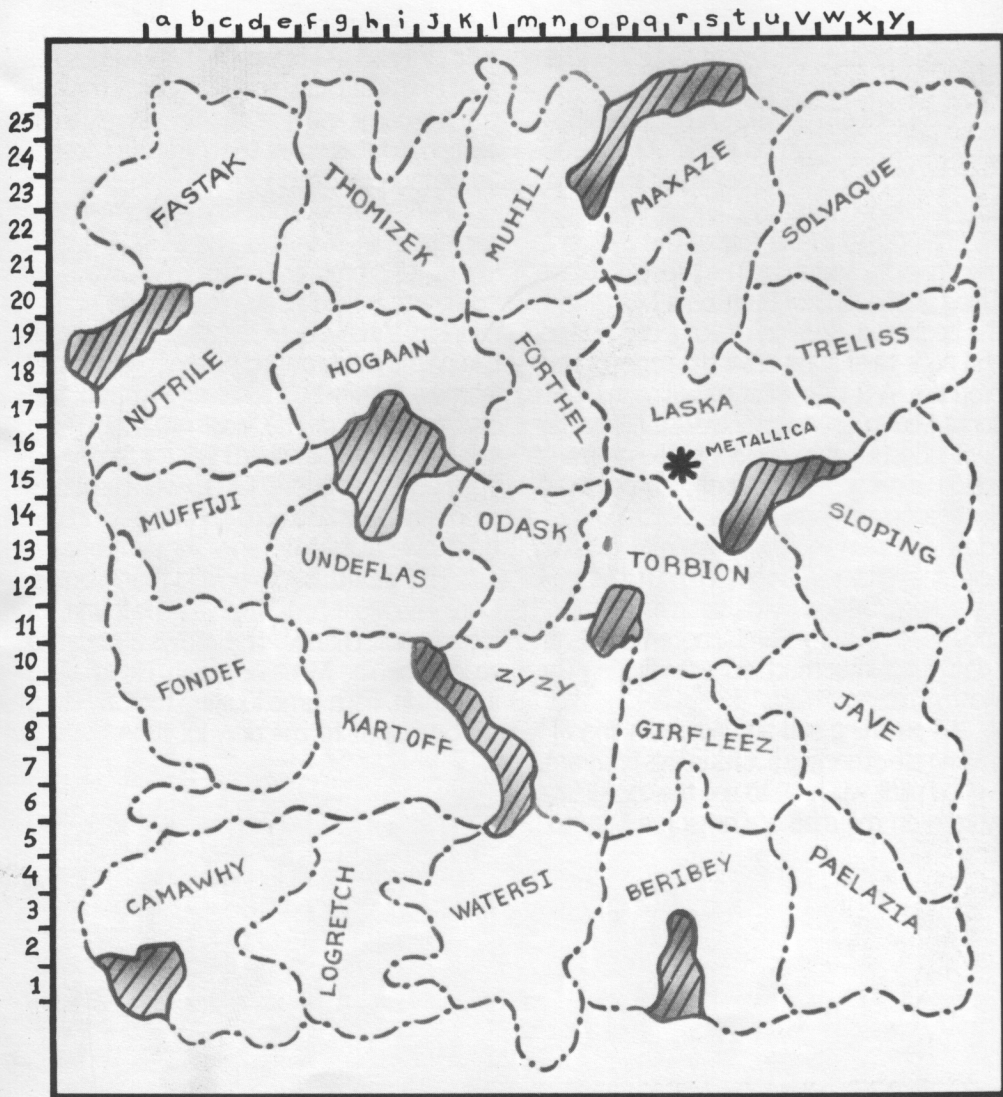


WIND



No wind up to 2000 feet.

DARKSOME MIRE



A NOTE TO PARENTS AND EDUCATORS

Anyone from the age of 10 years old on up will enjoy this game.

In Search of The Most Amazing Thing challenges players at all levels of sophistication with a rich variety of experiences that are educational, creative, and entertaining.

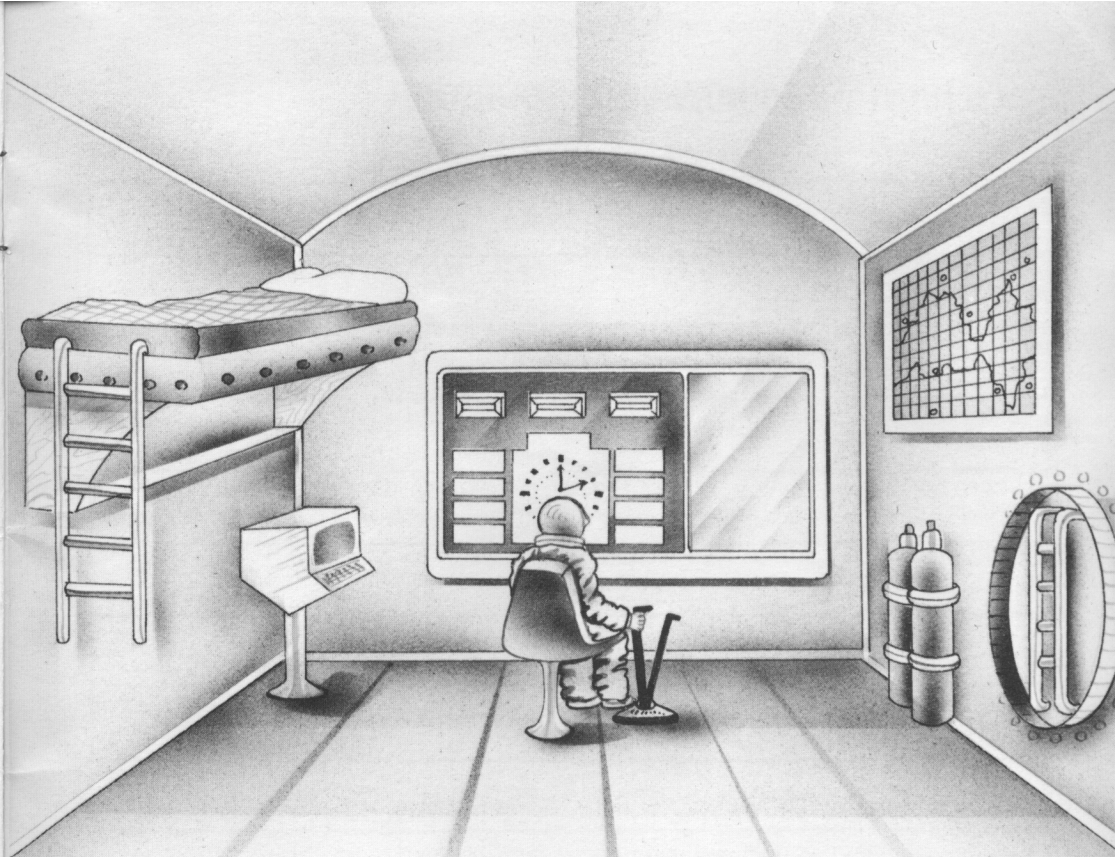
The player in the role of the B-Liner pilot goes in search of The Most Amazing Thing in the land of Darksome Mire. From the beginning, decision-making, organization, and note-taking are essential parts of the program. A B-Liner pilot travelling in Darksome Mire must constantly use his or her own judgement to decide the best plan of action under each new set of circumstances. For example, in order for a pilot to deal effectively with the many different cultures he or she will come in contact with, the pilot must keep track of vital information about each culture. Careful note-taking can bring a pilot that much closer to finding The Most Amazing Thing.

Mapmaking and an understanding of trading are other key points in this program. A good pilot will have to use the coordinate system on the map of Darksome Mire to

help plot a course of travel. There will also be a lot of trading and bargaining, so a traveler must become adept at dealing with different exchange rates so as to make the most advantageous deals.

Fun and education are constant companions in In Search of The Most Amazing Thing. This program offers many ways to stimulate a child's natural interests and curiosity. And you, as a parent or educator, can help a child toward further growth and learning simply by becoming involved. In fact, In Search of The Most Amazing Thing can be a terrific opportunity for family members or an entire class to work together as a team. This kind of cooperative effort can be a rewarding experience for everyone.

This game can be played many times. Once The Most Amazing Thing is found, its location will change. This allows a player to search for The Most Amazing Thing again and again, each time looking for new clues that will lead to the new location.



NOTES FOR YOUR TRIP

NOTES FOR YOUR TRIP

IN
SEARCH OF
THE MOST
AMAZING THING™
Proof of Purchase

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IN SEARCH OF THE MOST AMAZING THING™
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